

AMENDMENTS TO THE CLAIMS

The following listing of claims will replace all prior versions and listings of claims in the application.

LISTING OF CLAIMS

1. (Currently Amended) A display method comprising:

projecting a gaming image on an image display area defined in a game board of a game machine, ~~in accordance with~~ when the game machine is in a gaming state; and

projecting an information displaying image representing information other than information of a game on at least part of the image display area, ~~if a predetermined condition has been satisfied,~~

when the game machine is in a non-gaming state; and
displaying a single information displaying image extended over all image display areas of a plurality of adjacent game machines by dividing and projecting the single information displaying image on the image display areas of the plurality of adjacent game machines when the plurality of adjacent game machines are in the non-gaming state.

2. (Original) The display method of claim 1 wherein the information displaying image further comprises advertising information.

3. (Currently Amended) The display method as defined in claim 1, wherein when the game machine is in the non-gaming state ~~predetermined condition has been satisfied,~~ the information displaying image is projected on the whole image display area.

4. (Currently Amended) The display method as defined in claim 3, wherein when the game machine if the predetermined condition ceases to be in the non-gaming ~~satisfied in a state where the information displaying image is being projected,~~ the gaming image is projected on the image display area.

5. (Currently Amended) The display method as defined in claim 4, wherein when a player has come within a predetermined distance of the game machine, the gaming image is projected by determining that the game machine is in a gaming state. ~~deciding that the predetermined condition is not satisfied.~~

6. (Currently Amended) The display method as defined in claim 4, wherein upon lapse of a predetermined time period since the game machine has shifted into the ~~the~~ ^{[[a]]} non-gaming state, the information displaying image is projected ~~by deciding that the predetermined condition has been satisfied.~~

7. (Cancelled)

8. (Currently Amended) A display apparatus for a game machine comprising:
a projection mechanism which projects a gaming image on an image display area defined in a game board of the game machine; and
a control unit which causes the projection mechanism to project the gaming image ~~corresponding to~~ when the game machine is in a gaming state;

wherein ~~if a predetermined condition has been satisfied, when the game machine~~
is in a non-gaming state the control unit causes the projection mechanism to project at
least part of an information displaying image representing information other than
information of a game on at least part of the image display area, based on
communication with an information displaying server; and

wherein the information displaying server causes the information displaying
image to be displayed extending over all image display areas of a plurality of adjacent
game machines in the non-gaming state by dividing the information displaying image for
projection on the plurality of adjacent game machines when the plurality of adjacent
game machines are in a non-gaming state.

9. (Original) The display apparatus of claim 8 wherein the information displaying
image further comprises advertising information.

10. (Currently Amended) The display apparatus for a game machine as defined
in claim 8, wherein when the game machine is in the non-gaming state ~~predetermined~~
~~condition has been satisfied~~, the control unit causes the projection mechanism to project
the information displaying image on the whole image display area.

11. (Currently Amended) The display apparatus for a game machine as defined
in claim 10, wherein when the game machine ~~predetermined condition~~ ceases to be
~~satisfied in the non-gaming~~ [[a]] state ~~where the control unit is causing the projection~~

~~mechanism to project the information displaying image,~~ the control unit causes the projection mechanism to project the gaming image on the whole image display area.

12. (Currently Amended) The display apparatus for a game machine as defined in claim 8, further comprising a storage unit which stores therein image data concerning the information displaying image, wherein when the game machine is in the non-gaming state ~~predetermined condition has been satisfied~~, the control unit generates displaying image data for causing the projection mechanism to display the information displaying image on the basis of the image data stored in the storage unit, so as to output the generated data to the projection mechanism, and the projection mechanism projects the information displaying image, on the basis of the displaying image data output by the control unit.

13. (Currently Amended) The display apparatus for a game machine as defined in claim 8, wherein when the game machine is in the non-gaming state ~~predetermined condition has been satisfied~~, the control unit generates displaying image data for causing the projection mechanism to display the information displaying image, on the basis of image data output by the information displaying server ~~an external device~~, so as to output the generated data to the projection mechanism, and the projection mechanism projects the information displaying image on the basis of the displaying image data output by the control unit.

14. (Currently Amended) The display apparatus for a game machine as defined in claim 11, wherein when the control unit has determined that a player has come within a predetermined distance of the game machine, on the basis of a sensor signal output by a person sensor, the control unit causes the projection mechanism to project the gaming image, by determining ~~deciding~~ that the game machine is in the non-gaming state ~~predetermined condition is not satisfied~~.

15. (Currently Amended) The display apparatus for a game machine as defined in claim 11, wherein upon lapse of a predetermined time period since a point of time when the control unit has determined that the game machine has shifted into the ~~the~~ [[a]] non-gaming state, on the basis of a gaming-state notifying signal output by a gaming-state detection unit for detecting a gaming state of the game machine, the control unit causes the projection mechanism to project the information displaying image, ~~by deciding that the predetermined condition has been satisfied~~.

16. (Currently Amended) A game machine comprising:
a display apparatus for ~~a game machine as defined in claim 8, including:~~
a projection mechanism which projects a gaming image on an image display area defined in a game board of the game machine; and
a display control unit which causes the projection mechanism to project the gaming image when the game machine is in a gaming state;
and a main control unit which causes the display apparatus for the ~~the~~ [[a]] game machine to project the gaming image;

wherein when the game machine is in a non-gaming state the main control unit causes the display apparatus to project at least part of an and the information displaying image representing information other than information of a game; and

wherein the main control unit is in communication with an information displaying server that causes the information displaying image to be displayed extending over all image display areas of a plurality of adjacent game machines in the non-gaming state by dividing the information displaying image for projection on the plurality of adjacent game machines when the plurality of adjacent game machines are in the non-gaming state.

17. (Currently Amended) The game machine as defined in claim 16, wherein when a control signal for displaying the information displaying image has been output by an external control device, the main control unit causes the display apparatus for a game machine to project the information displaying image, by determining that the game machine is in the non-gaming state ~~deciding that the predetermined condition has been satisfied.~~

18. (Currently Amended) The game machine as defined in claim 16, including a person sensor which outputs a sensor signal permitting the main control unit to determine whether a player has come within a predetermined distance of the game machine, wherein when the main control unit has determined that the player has come within the predetermined distance, on the basis of the sensor signal output by the person sensor, the main control unit causes the display apparatus for a game machine

to project the gaming image, by determining that the game machine is in a gaming state
~~deciding that the predetermined condition is not satisfied.~~

19. (Currently Amended) The game machine as defined in claim 16, including a gaming-state detection unit which detects a gaming state of the game machine so as to output a gaming-state notifying signal, wherein upon lapse of a predetermined time period since a point of time when the main control unit has determined that the game machine has shifted into a non-gaming state, on the basis of the gaming-state notifying signal output by the gaming-state detection unit, the main control unit causes the display apparatus for a game machine to project the information displaying image, ~~by deciding that the predetermined condition has been satisfied.~~

20. (Currently Amended) A game machine comprising ~~the~~ a display apparatus,
~~for a game machine as defined in claim 14. the display apparatus including:~~

a projection mechanism which projects a gaming image on an image display
area defined in a game board of the game machine; and

a control unit which causes the projection mechanism to project the gaming
image when the game machine is in a gaming state;

wherein:

when the game machine is in a non-gaming state the control unit causes the
projection mechanism to project at least part of an information displaying image
representing information other than information of a game on at least part of the image
display area, based on communication with an information displaying server;

the information displaying server causes the information displaying image to be displayed extending over all image display areas of a plurality of adjacent game machines by dividing the information displaying image for projection on the plurality of adjacent game machines when the plurality of adjacent game machines are in the non-gaming state;

when the control unit has determined that a player has come within a predetermined distance of the game machine, on the basis of a sensor signal output by a person sensor, the control unit causes the projection mechanism to project the gaming image, by determining that the game machine is in the non-gaming state.

when the game machine ceases to be in the non-gaming state the control unit causes the projection mechanism to project the gaming image on the whole image display area; and

21. (Currently Amended) An information display system comprising an information displaying server and a plurality of adjacent game machines each of which includes- including a the display apparatus for a game machine as defined in claim 13, and a control device ~~being the external device,~~ which includes a storage unit for storing therein the image data concerning the information displaying images to be displayed on the individual game machines, and which outputs the image data to the a display apparatus for each game machine;

wherein each display apparatus includes:

a projection mechanism which projects a gaming image on an image display area defined in a game board of the corresponding game machine; and

a control unit which causes the projection mechanism to project the gaming image when the corresponding game machine is in a gaming state; wherein when an individual game machine is in a non-gaming state the control unit causes the projection mechanism to project at least part of an information displaying image representing information other than information of a game on at least part of the image display area, based on communication with the information displaying server;

wherein the information displaying server causes the information displaying image to be displayed extending over all image display areas of the plurality of adjacent game machines by dividing the information displaying image for projection on the plurality of adjacent game machines when the plurality of adjacent game machines are in the non-gaming state.

22. (Cancelled)

23. (Original) The information display system as defined in claim 21, wherein the control device outputs the image data acquired through a communication network, to the display apparatuses for game machines, of the respective game machines.